ABSTRAK

Muhammad Rizqi Ganis Pareta. PENGEMBANGAN MEDIA PEMBELAJARAN *E-VOCATIONAL* DENGAN MATERI MENGGAMBAR POTONGAN LANJUTAN UNTUK MATA KULIAH PROGRAM CAD 2D. Skripsi, Surakarta: Fakultas Keguruan dan Ilmu Pendidikan Universitas Sebelas Maret Surakarta, September 2018.

Tujuan penelitian ini adalah untuk: (1) Menghasilkan media pembelajaran *E-Vocational* dengan materi menggambar potongan lanjutan untuk mata kuliah program CAD 2D. (2) Mengetahui tingkat kelayakan Media Pembelajaran *E-Vocational* dengan materi menggambar potongan lanjutan untuk mata kuliah program CAD 2D.

Penelitian ini menggunakan metode penelitian riset dan pengembangan, dengan melakukan pengembangan media pembelajaran *E-Vocational.* Prosedur pengembangan media pembelajaran dilakukan melalui: (1) Tahap studi pendahuluan dilakukan dengan studi literatur dan studi lapangan / observasi. (2) Tahap pengembangan dengan melakukan pengkajian materi, penyusunan desain model yang dibagi menjadi 6 bagian diantaranya: penyusunan draf materi dan dasar-dasar *e-learning,* proses pembuatan media pembelajaran *E-vocational,* pembuatan materi, pembuatan editing video pembelajaran, upload materi dan video pembelajaran pada *E-vocational,* media pembelajaran *E-vocational.* Selanjutnya melakukan validasi penilaian kepada para ahli / pakar materi, media dan pembelajaran untuk menilai kelayakan media pembelajaran yang dibuat. Selanjutnya melakukan uji coba terbatsa dengan 3 mahasiswa yang mengambil mata kuliah program CAD 2D dan uji coba luas kepada 30 mahasiswa PTB FKIP UNS tahun angkatan 2015. (3) Tahap evaluasi merupakan tahap akhir dari proses pengembangan terkait model final media pembelajaran *E-Vocational* dengan materi menggambar potongan lanjutan untuk mata kuliah program CAD 2D.

Hasil penelitian yang pertama berupa prosedur pengembangan *E-vocational* yang meliputi Studi Literatur, Pengkajian Materi, Draft Desain Model, Validasi Desain, Uji Coba Kelompok Kecil, Evaluasi dan Perbaikan, Uji Coba Kelompok Luas, Evaluasi, Perbaikan, dan Model Final. Selanjutnya yang kedua di peroleh tingkat kelayakan berdasarkan penilaian ahli materi menyatakan bahwa media pembelajaran *E-vocational* sangat layak digunakan dengan persentase sebesar 85%. Penelitian dari penilaian ahli media menyatakan bahwa media pembelajaran *E-vocational* sangat layak digunakan dengan persentase sebesar 93%. Penelitian dari penilaian ahli pembelajaran menyatakan bahwa media pembelajaran *E-vocational* layak digunakan dengan persentase sebesar 77% sedangkan uji coba terbatas hasil yang diperoleh sebesar 92% menyatakan bahwa media pembelajaran yang dirancang sangat layak kemudian pada uji coba luas menyatakan dengan persentase 84% bahwa media pembelajaran termasuk kategori sangat layak

Kata Kunci : Media, Pembelajaran, Program CAD 2D, *E-vocational*

ABSTRACT

Muhammad Rizqi Ganis Pareta. THE DEVELOPMENT OF *E-VOCATIONAL* LEARNING MEDIA WITH THE MATERIAL OF DRAWING ADVANCED CUTTING FOR THE 2D CAD PROGRAM COURSE. Thesis, Surakarta: Faculty of Teacher Training and Education Universitas Sebelas Maret Surakarta, September 2018.

The objectives of this research are to: (1) Produce the *E-Vocational* learning media with the material of drawing advanced cutting for the 2D CAD program course. (2) Know the feasibility level of *E-Vocational* Learning Media with the material of drawing advanced cutting for the 2D CAD program course.

The methodology of this research was research and development, by performing the development of *E-Vocational* learning media. The procedures of the development of learning media were performed through: (1) The introduction study was conducted by literature study and field study/observation. (2) The development stage was created by conducting the material review, arranging the model design which was divided into 6 parts which were: compiling material draft and the basic of *e-learning*, creating the *E-Vocational* media learning, making the material, creating the editing of learning video, uploading the material and the *E-Vocational* learning video, *E-Vocational* learning media. Furthermore, conducting the validation score to the experts/material experts, media and learning to assess the feasibility of the learning media. The next was conducting limited trials with 3 students taking 2D CAD program course and extensive trials to the 30 students of Building Engineering Education in the Faculty of Teacher Training and Education UNS year 2015. (3) The evaluation stage was the last stage of the process of the development related to the final model *E-Vocational* learning media with the material of drawing advanced cutting for the 2D CAD program course.

The results of the first research were procedures for *E-vocational* development which includ Literature Study, Material Assessment, Model Design Draft, Design Validation, Small Group Trial, Evaluation and Improvement, Broad Group Trials, Evaluation, Improvement, and Final Model. Then the second level of feasibility was obtained based on the assessment of material experts stating that the *E-vocational* learning media was very suitable to use with a percentage of 85%. Research from the assessment of media experts stated that *E-vocational* learning media was very suitable to use with a percentage of 93%. Research from the assessment of learning experts stated that *E-vocational* learning media was feasible to use with a percentage of 77% while the limited trial results obtained by 92% stated that the instructional media that was designed was very feasible then in extensive trials stated with a percentage of 84% that the learning media including a very decent category

Keywords: Media, Learning, 2D CAD Program, *E-Vocational*